

# Examination Written assignment: Programming interactive experiences 2018

Deadline can be found here: <http://kursus.ruc.dk/class/view/13978>

For your written assignment you have to write an academic article and document your project.

## The article:

The article must meet the following requirements:

- Choose an angle that is of particular interest to you: It may be an understanding of interaction design with ambient light, methodological considerations, etc. It should not be a record of your process. You will not be evaluated on whether your design experiments became a success, but on your ability to critically reflect on the opportunities and limitations you have learned from your experiments. A bad design can get a good mark if you learnt from it and analyse and document well why it failed.
- It is not a requirement that you use fieldwork from the study. It is permitted to use other people's examples from the course or from elsewhere. I.e. the following formats are possible examples:
  - Analysis of your own fieldwork with a specific framing, supported by theory from the compendium etc.
  - Analysis of existing designs (both commercial and experimental) in order to demonstrate new understanding and concepts of interaction design. Use theory from the compendium to support these understandings.
  - Theoretical article in which you take different articles from the compendium and use them as the basis for a discussion of new understandings for interaction design.
  - Article that spans across the different groups' experiments on the course, including theory from the compendium.
- The article must contain the following elements:
  - Title: it is important that the title creates the framing for the core point you want to emphasize. I.e. the more concrete, the better.
  - Abstract: brief description of your angle and knowledge contribution.
  - Existing theory and experiments: this should be a description of what you build on existing knowledge. Include articles from the compendium, etc.
  - Method: this should be a brief description of the experiment's form. Refer e.g. to Programmatic approach to design and also refer to other methods that you have learnt from other courses.
  - Description of Experiments and Design: make rich descriptions of your own or other experiments and involve the reader in what you have found out.
  - Reflection: reflect on your overall angle and descriptions. Show how you contribute to new knowledge in relation to existing theory.
  - Conclusion: make a brief summary of the specific knowledge contribution and

reflect on possible further experiments.

- References: there must be a bibliography at the bottom of the article with a minimum of 7 references from the curriculum or that you have found in your own literature review.
  - Good sources for searching relevant papers:
    - <http://scholar.google.com/>
    - <https://www.researchgate.net/>
    - <https://dl.acm.org/>
    - To download from closed paysites you need to go through: <https://ruc.dk/bibliotekets-databaser>
    - Keywords for research areas that you can combine with other things: HCI, Interaction design, Ubiquitous computing, Tangible computing, Internet of things.
  - Acknowledgements: Your fellow students (from the group) so that they are also recognized for their fieldwork and anyone else who helped.
- The article should be max four pages long (these are physical pages including images and references - not "normal pages"). Short and sharp is better than long and cluttered.
- It must be formatted according to the CHI conference template:  
<http://chi2014.acm.org/authors/format>
- There must be at least one drawn illustration that you made and at least four pictures documenting the prototypes and setup.
- It is recommended to do color correction and cropping of the pictures in the article.
- It may be an advantage to include video to support central points. In that case, it is expected to be a single video that has been cut. Video can be published on Vimeo or Youtube and linked directly from the article.
- It is recommended to only mention the course name and names of teachers in the acknowledgements. In most cases it will be irrelevant in what context you have made the projects. Focus on your work and the knowledge you have gained from it.
- You have to include a link to your github documentation in your paper.

### **Github documentation**

Your project should be documented so other researchers and practitioners can replicate your project. Your github should include the following:

- Your source code
- readme.md file that includes:
  - Step by step instructions to build it. With images - remember to use screen dumps of e.g. Arduino and Adafruit.
  - A diagram of the electric circuit. I recommend that you use Fritzing to draw the diagram: <http://fritzing.org/home/>
  - If you have laser cut / 3D printed components then those elements should be upload to the repository as well.
- If you have multiple experiments (significantly different designs) then make multiple github pages.

The article should be uploaded as a PDF on <http://onlineeksamen.ruc.dk/>